

---

Subject: C&C\_GrandCanyon  
Posted by [Taz](#) on Fri, 27 May 2011 16:29:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Here's a stable build of my GrandCanyon map.  
If you find any bugs, please report them so i can fix them.

[http://www.gamefront.com/files/20371101/C%26C\\_GrandCanyon\\_Beta02.rar](http://www.gamefront.com/files/20371101/C%26C_GrandCanyon_Beta02.rar)

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [cysis992](#) on Fri, 27 May 2011 22:41:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Its a awesome map. I rly love the light settings.  
Good job.

I dont think so it should me supposed to be there.

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [Generalcamo](#) on Sat, 28 May 2011 00:26:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

WHAT. You leaked reborn, APB, AR, and scripts 4.0, and think you have a HAVEN HERE?

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [Altzan](#) on Sat, 28 May 2011 07:47:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

That is indeed some awesome lighting. Great job.

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [Stefan](#) on Sat, 28 May 2011 22:24:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Generalcamo wrote on Fri, 27 May 2011 17:26WHAT. You leaked reborn, APB, AR, and scripts 4.0, and think you have a HAVEN HERE?

Derp.

This map is fantastic imo. GJ.

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [DarkKnight](#) on Sun, 29 May 2011 02:41:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Totally love this map. Love what you did to it.

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [my486CPU](#) on Sun, 29 May 2011 07:52:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I love this map so much - I did find a few things:

#### File Attachments

---

1) [ScreenShot01.jpg](#), downloaded 1645 times

---



2) [ScreenShot04.jpg](#), downloaded 1658 times



3) [ScreenShot06.jpg](#), downloaded 1644 times



4) [ScreenShot07.jpg](#), downloaded 1613 times



---

Subject: Re: C&C\_GrandCanyon  
Posted by [Reaver11](#) on Sun, 29 May 2011 08:30:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Very nice map indeed. Should be hosted on a server!  
The AGT miniguns have always been buggy.  
A rotation with 90degrees might work though usually knowing LE it stays bugged.

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [Taz](#) on Sun, 29 May 2011 11:53:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thanks for all the replies and the SS's, I don't have much time to check for bugs myself. Fixing them right now. :- )

You can use all files inside the mix for your own mods/maps if you'd like. Just don't forget to give credit for the original creators.

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [Gohax](#) on Wed, 01 Jun 2011 04:30:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is a really nice map. May try and get this on a rotation or 2 in some servers.

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [Aircraftkiller](#) on Sat, 04 Jun 2011 16:53:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The lighting needs work. It appears to have its ambient value set to anything but black, which causes the entire object it lights to light up unnaturally. I would recommend going back to your lights and removing the ambient lighting you have on them.

Most of the materials aren't set correctly. For example, the ground in the GDI base has no material settings at all, or it doesn't block projectiles. Either way, there are no dirt bullet holes when you shoot the ground. This happens for a lot of objects and other materials.

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [crazfulla](#) on Mon, 29 Aug 2011 12:41:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Also you need to cut holes in the terrain for the buildings so the terrain doesn't overlap the floor (like the screenshot inside the Hand of Nod).

Any updates? I would like to try this map, but the link is broken.

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [Taz](#) on Tue, 30 Aug 2011 08:28:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I need a proper host, the filefront link is going down every 15 days.

---

---

Subject: Re: C&C\_GrandCanyon

---

Posted by [kamuixmod](#) on Tue, 30 Aug 2011 11:29:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

megaupload

---

---

Subject: Re: C&C\_GrandCanyon

Posted by [iRANian](#) on Tue, 30 Aug 2011 12:20:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

game-maps.net

---

---

Subject: Re: C&C\_GrandCanyon

Posted by [Gen\\_Blacky](#) on Tue, 30 Aug 2011 22:45:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

iRANian wrote on Tue, 30 August 2011 05:20game-maps.net

---

---

Subject: Re: C&C\_GrandCanyon

Posted by [crazfulla](#) on Wed, 31 Aug 2011 02:15:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

iRANian wrote on Tue, 30 August 2011 05:20game-maps.net  
so is your link

---

---

Subject: Re: C&C\_GrandCanyon

Posted by [Taz](#) on Wed, 31 Aug 2011 12:43:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Woop

<http://www.mediafire.com/?ey2sea8803uee83>

I lost the LVL files. Use Levelre-edit on it or somethin'.

GL.

---

---

Subject: Re: C&C\_GrandCanyon

Posted by [crazfulla](#) on Wed, 31 Aug 2011 14:29:34 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

Taz wrote on Wed, 31 August 2011 05:43Woop

<http://www.mediafire.com/?ey2sea8803uee83>

I lost the LVL files. Use Levelre-edit on it or somethin'.

GL.

So you have abandoned the project now? mmmkay.

Pretty bias toward Nod imo.

---

---

Subject: Re: C&C\_GrandCanyon

Posted by [Taz](#) on Thu, 01 Sep 2011 09:38:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Pretty much. I simply don't have enough time to finish it up.

Some of the major issues with this map are:  
destroying a barrel will crash the game  
AGT/ob positions

---

---

Subject: Re: C&C\_GrandCanyon

Posted by [crazfulla](#) on Fri, 02 Sep 2011 10:25:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

yeah I would probably remove AGT/OBL altogether and just have light defences. Maybe add a Silo for each team as well. Do you have the gmax file still?

The thing is, I never have time to finish a nice looking terrain lol. But here is one on a platter, so I might actually do the job for you.

---

---

Subject: Re: C&C\_GrandCanyon

Posted by [my486CPU](#) on Fri, 02 Sep 2011 17:13:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I think your map is far to good looking to just give up on and /crazfulla is offering to finish it for you. I really would like to see this map finished, its obvious that you put a lot of effort into it.

Also I agree with the light defenses.

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [crazfulla](#) on Sat, 03 Sep 2011 00:08:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I was also thinking of renaming it to somethign like C&C\_Desolation because of the geographical contradiction. IE, the name "Grand Canyon" suggests it is set in America but then the sign on the bridge says it is near Edinburgh which, needless to say, is in England.

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [crazfulla](#) on Sat, 03 Sep 2011 05:23:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

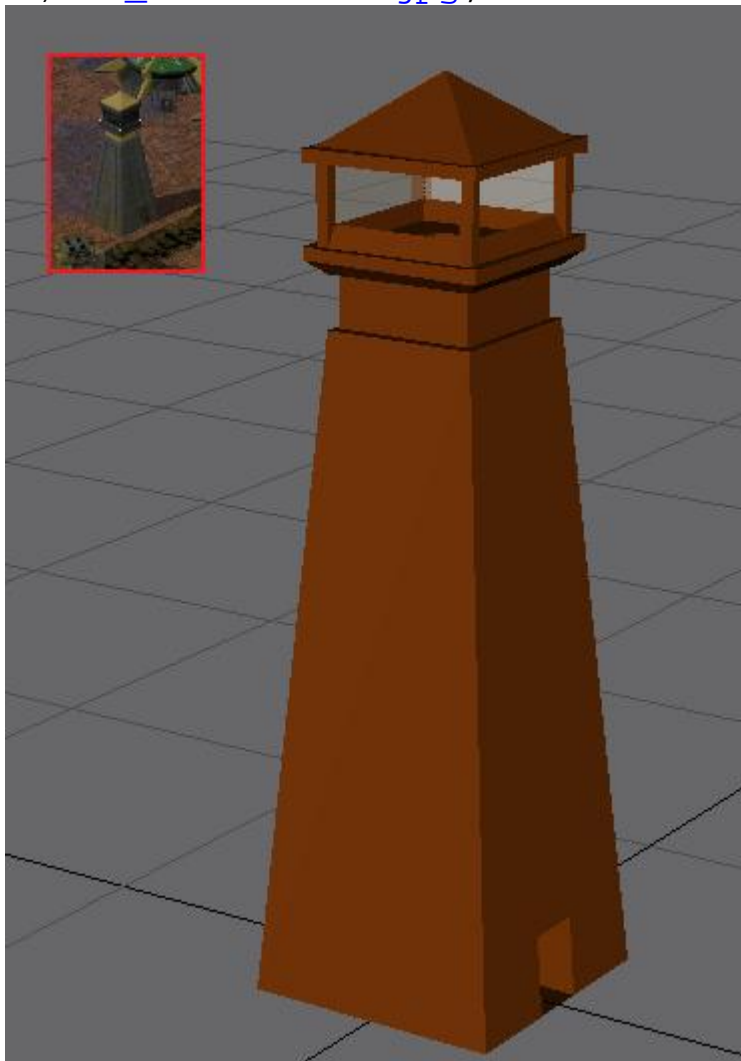
---

I was also thinking of using this, if someone can texture it for me.

#### File Attachments

---

- 1) [ts\\_watchtower.rar](#), downloaded 205 times
- 2) [ts\\_watchtower.jpg](#), downloaded 1045 times



Subject: Re: C&C\_GrandCanyon  
Posted by [NACHO-ARG](#) on Sat, 03 Sep 2011 19:43:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i cant try to texture it but cant open the gmax file, my renx crashes, can you export it as w3d?

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [Taz](#) on Sat, 03 Sep 2011 20:01:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Here are the max files.

They are from the reborn version tho. I lost the renegade version, which was slightly more advanced and had less bugs.

All maps are in 3d max format

<http://www.mediafire.com/?uisv91v97uu5a9c>

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [crazfulla](#) on Sat, 03 Sep 2011 21:19:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

max format is no good to me as I only have gmax D:

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [crazfulla](#) on Sat, 03 Sep 2011 22:20:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

NACHO-ARG wrote on Sat, 03 September 2011 12:43i cant try to texture it but cant open the gmax file, my renx crashes, can you export it as w3d?  
Have you tried merging it into another scene? opens fine for me.

Also since this is still a WIP perhaps someone could move this to the mod forum, as opposed to mod release.

#### File Attachments

1) [tswt\\_w3d.rar](#), downloaded 153 times

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [NACHO-ARG](#) on Sat, 03 Sep 2011 22:52:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

thanks, i will see what can i do

also blackwolf, dont know why you maded such stupid decition like leak reborn , but your map is the one i like most judging from what i have seen so far.

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [crazfulla](#) on Sun, 04 Sep 2011 00:03:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

NACHO-ARG wrote on Sat, 03 September 2011 15:52  
also blackwolf, dont know why you maded such stupid decition like leak reborn , but your map is the one i like most judging from what i have seen so far.  
Reborn isn't coming out any time this century, so I don't see the harm.

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [Taz](#) on Sun, 04 Sep 2011 08:16:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Because i was the only active member along with r4z3r4125, and got kicked out. Just check out the activity now i'm gone. It's pretty much deaad. Eitherway, i wasn't planning on staying there for very long.

Ya need to get max 8 then.

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [crazfulla](#) on Sun, 04 Sep 2011 10:22:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I don't think you can anymore unless you're into warez so I will just have to get someone to convert them for me

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [NACHO-ARG](#) on Sun, 04 Sep 2011 10:53:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

yep sorry guys i was talking about something that doesnt concern me.

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [crazfulla](#) on Mon, 12 Sep 2011 00:54:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well I managed to secure 3dsmax8 and that map makes it lag like shit. Doubt I will be able to do anything with it unless I buy a new computer.

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [Gen\\_Blacky](#) on Mon, 12 Sep 2011 02:20:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

3ds max 8

<http://www.pokemonca.net/rh/index.php?load=Downloads>

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [Taz](#) on Mon, 12 Sep 2011 08:07:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

What are your computer specs? There are ways to speed max8 up.

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [crazfulla](#) on Tue, 13 Sep 2011 05:13:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I am more concerned about making my own maps at the moment, I have plenty of ideas and not enough time to make them. Maybe someone else can pickup the torch on this one.

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [Gen\\_Blacky](#) on Tue, 13 Sep 2011 05:34:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

@Taz do you still have all the textures for these maps. Upload them if you do.

TS\_Cliffs folder is empty.

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [Taz](#) on Tue, 13 Sep 2011 07:19:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Use XCC mixer or RenegadeEx to extract the textures from the mix.

---

Subject: Re: C&C\_GrandCanyon  
Posted by [roszek](#) on Tue, 13 Sep 2011 11:41:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

@Gen Blacky, I'm just curious are you going to be picking up said torch?

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [iRANian](#) on Tue, 13 Sep 2011 11:48:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

HES GONNA HELP ME WITH GDISLANDS FIRST

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [roszek](#) on Tue, 13 Sep 2011 11:55:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

iRANian wrote on Tue, 13 September 2011 04:48HES GONNA HELP ME WITH GDISLANDS FIRST

NOOOO,,, Grand\_Canyon should be first xP.

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [Gen\\_Blacky](#) on Tue, 13 Sep 2011 14:20:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Taz wrote on Tue, 13 September 2011 00:19Use XCC mixer or RenegadeEx to extract the textures from the mix.

I don't have any of the map .mix files!

---

---

Subject: Re: C&C\_GrandCanyon  
Posted by [Taz](#) on Tue, 13 Sep 2011 14:35:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

<http://www.mediafire.com/?ey2sea8803uee83>

I just imported it into Leveledit again, it does require some fixing though. Lots of objects are gone.

---